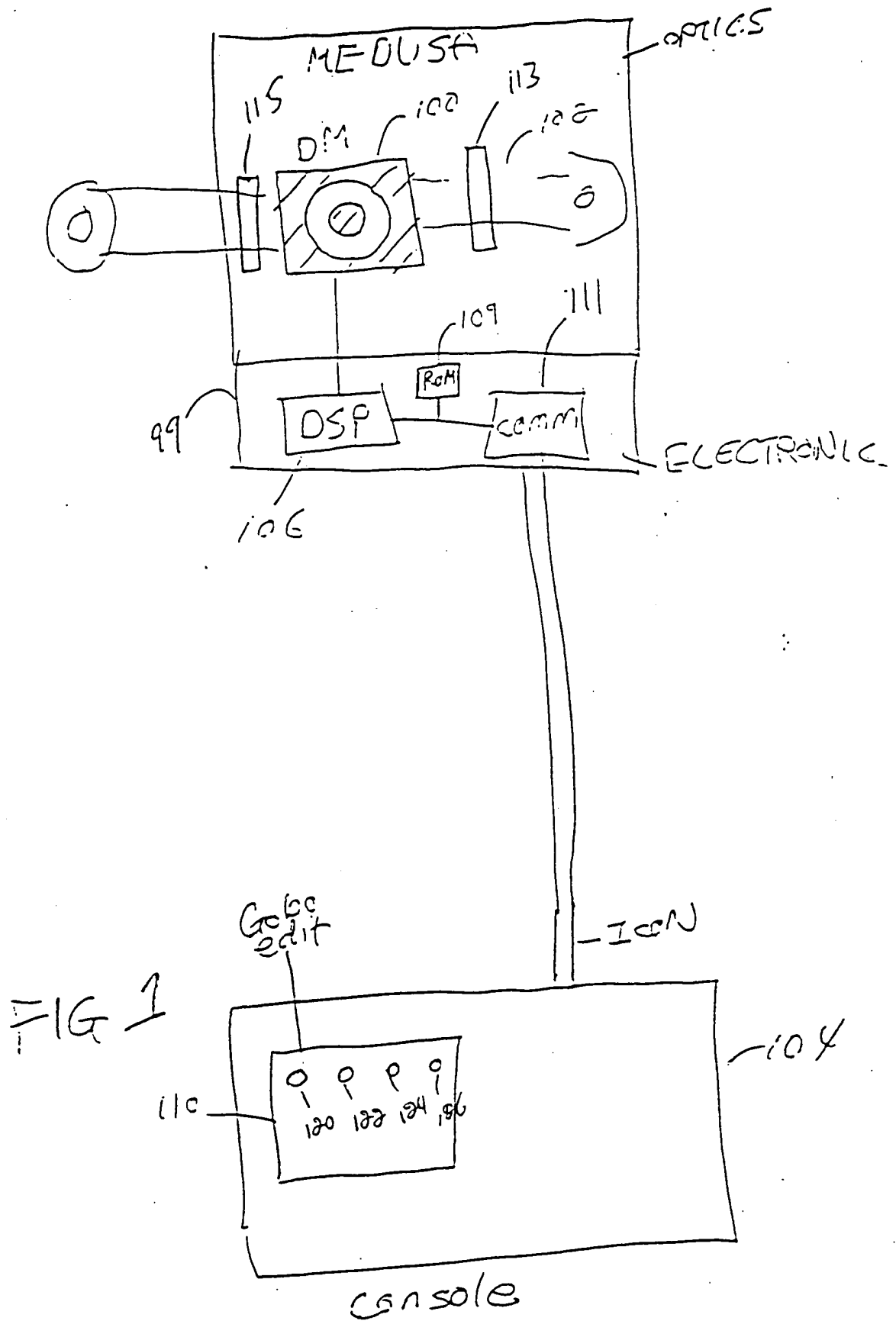
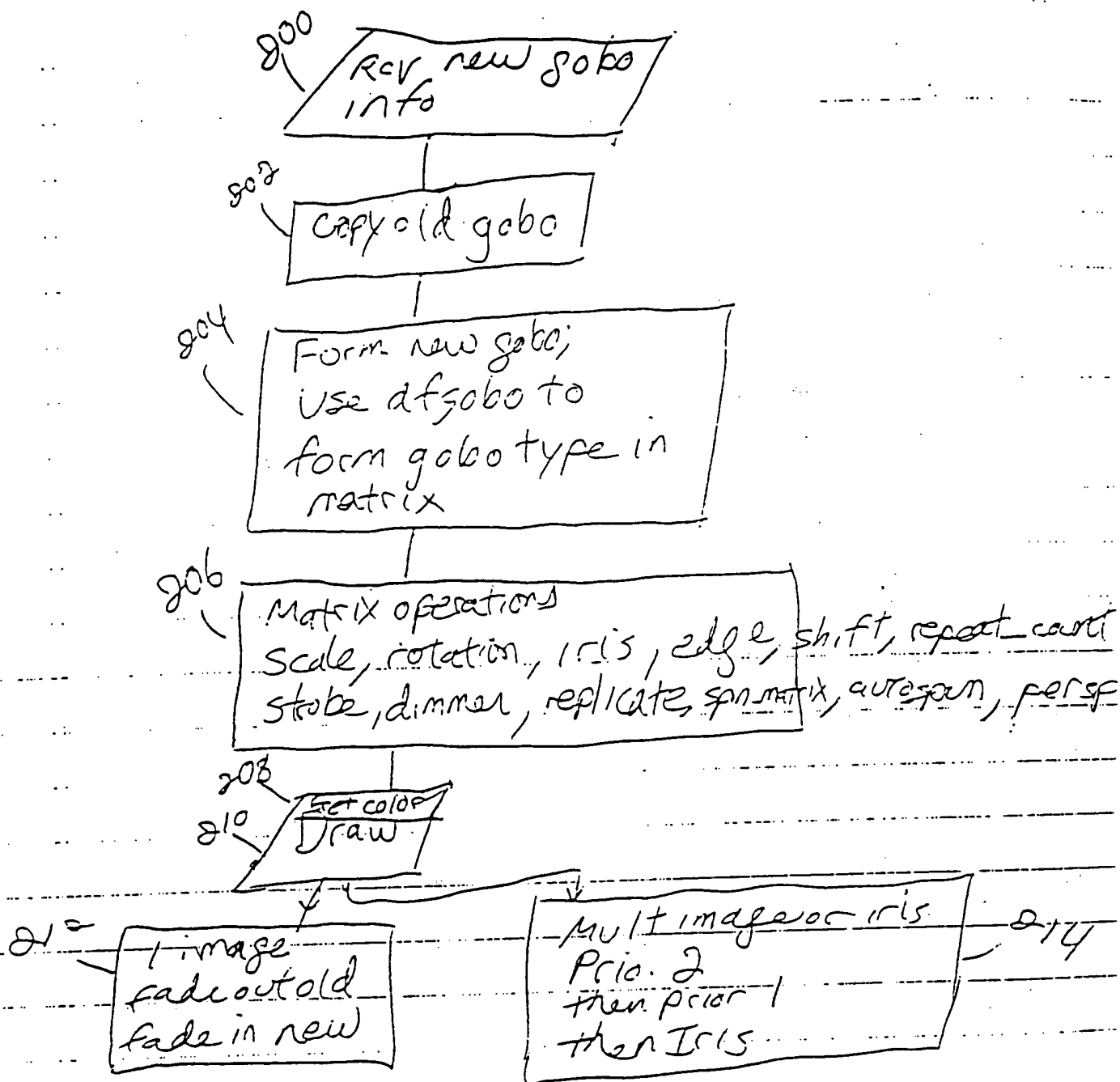


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300

- Create a circle of size $d = 1000$ pixels at $(0, 0)$

30/11

Multiply circle by
-50% - (scaling factor)

304

FOR $N=1$ to 4

306.

SHIFT TO G/4

308

SPIN MATRIX BY 90°

SPIN
RATON

3/0

REPLICATE

~~REPLIC~~

3/5

NEXT N

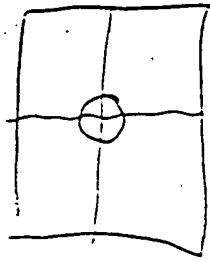


FIG 4A

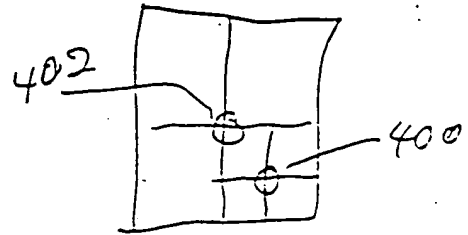


FIG 4E

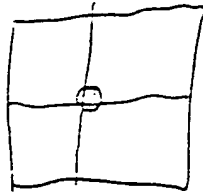


FIG 4B

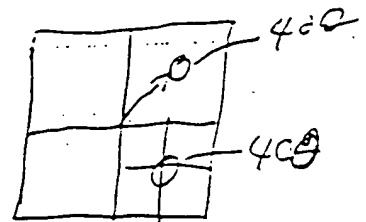


FIG 4F

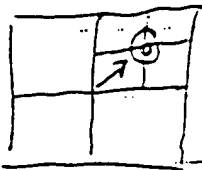


FIG 4C

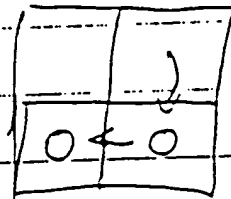


FIG 4G

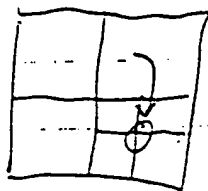


FIG 4D

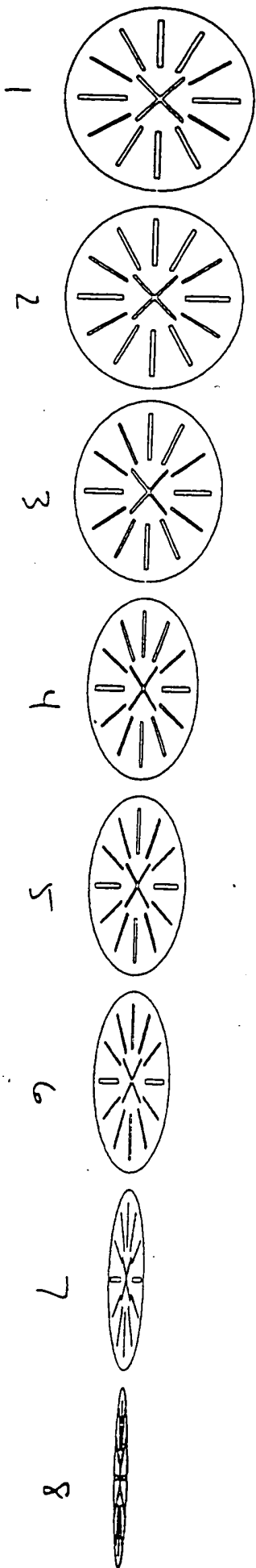


FIG 6

0968824-092200

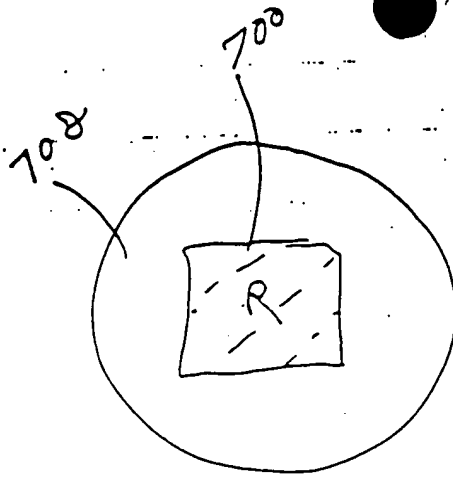


FIG 7A

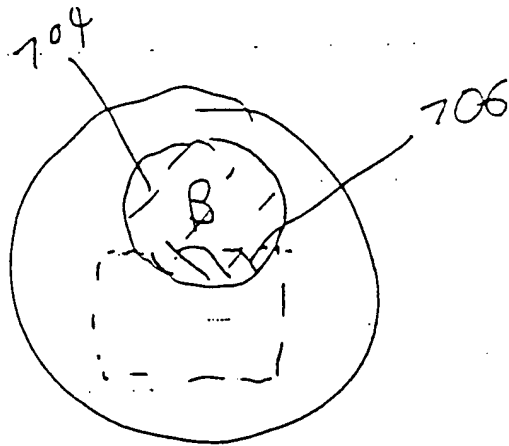


FIG 7B

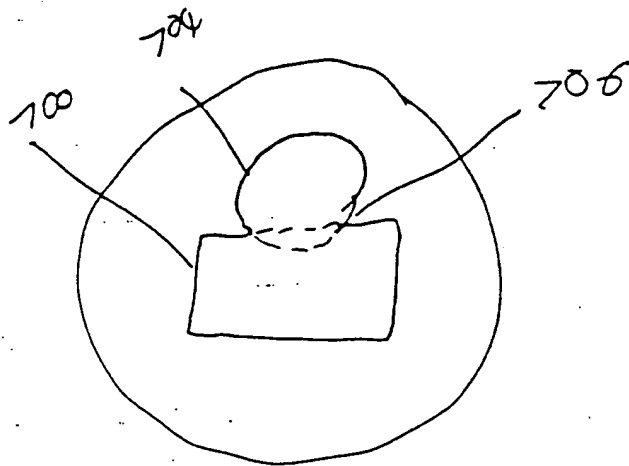
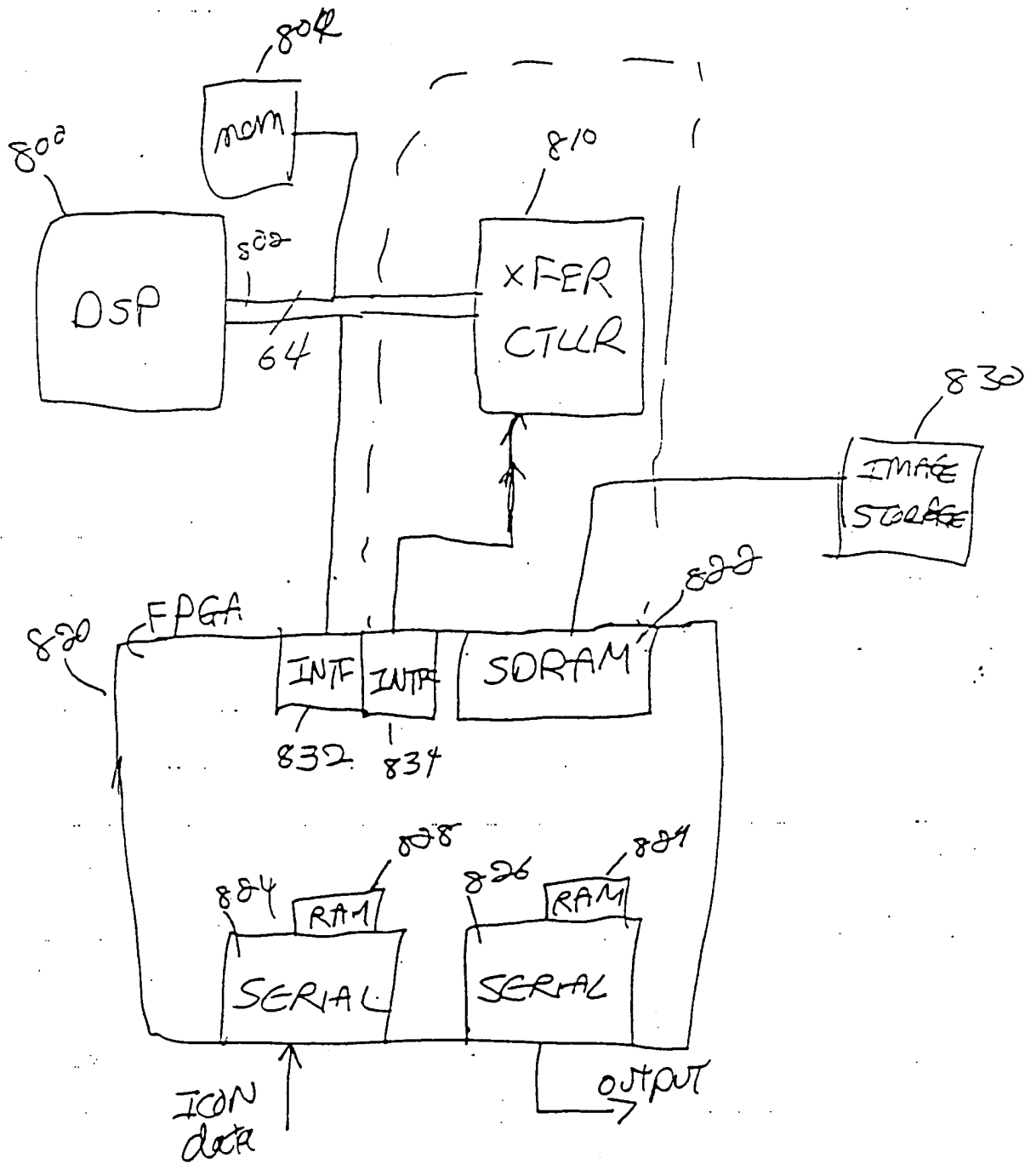


FIG 7C

2025



F 16 8.

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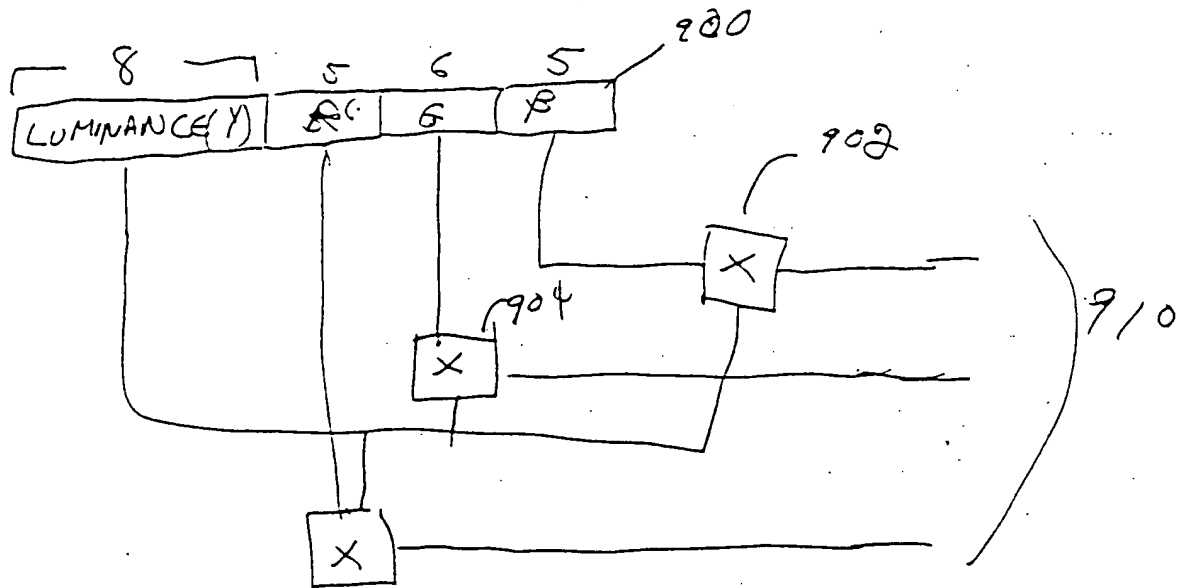


FIG 9

A hand-drawn schematic diagram of a mechanical assembly, likely a pump or valve mechanism. The diagram features a central circular component with diagonal hatching, surrounded by a larger, irregularly shaped housing. Various parts are labeled with reference numerals: 1000 (top left), 1002 (top right), 1008 (middle left), 1010 (middle left), 1001 (middle right), 1006 (bottom right), 1004 (bottom right), 1013 (bottom center), 1017 (bottom left), and 1018 (bottom left). Arrows indicate movement or flow: a vertical double-headed arrow at the top, a curved arrow at the top right, and a horizontal arrow pointing right at the bottom center. The diagram is drawn with simple lines and includes some scribbles and corrections.

F 1 G 10

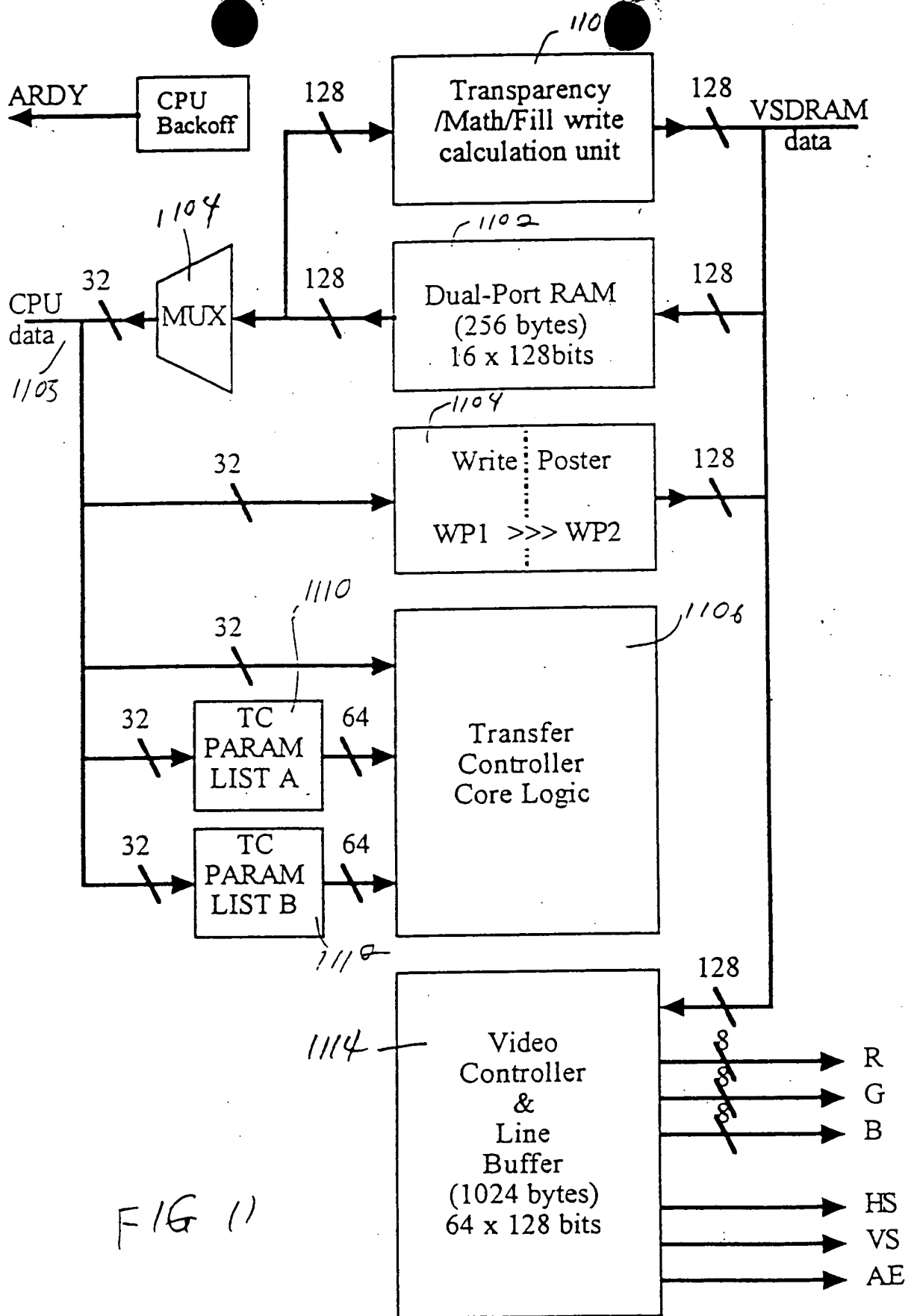


FIG 11

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Editing manipulating images

look at Medusa as a layered image model

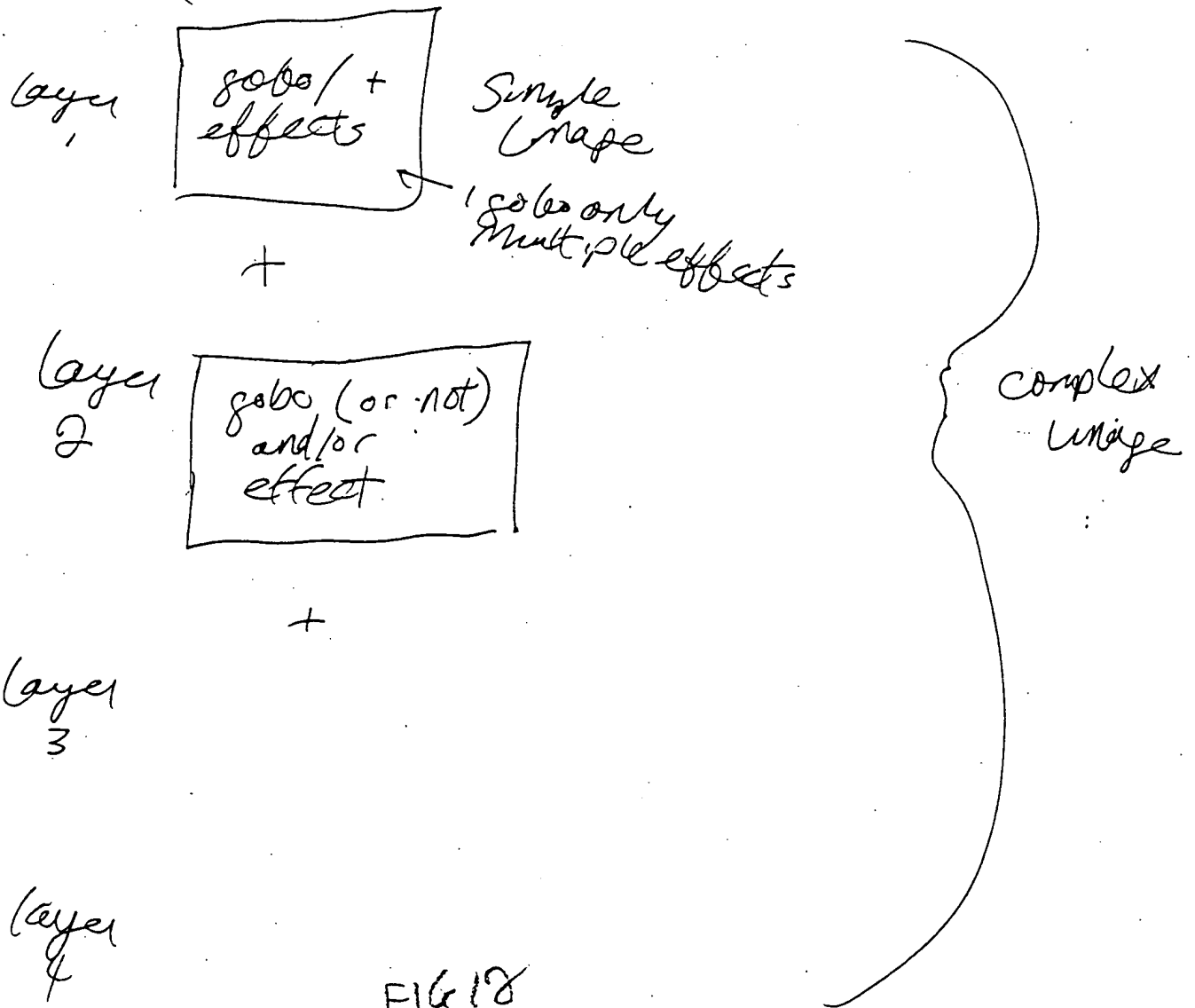


FIG 18

+
name layer - add functions - (rotation, blur to whole image) - comp. image
also allows

Console button to add another layer

Bob's selection
From hierarch. catalog

Move fr/ root to gobos w/ part properties
& choose those

logical path

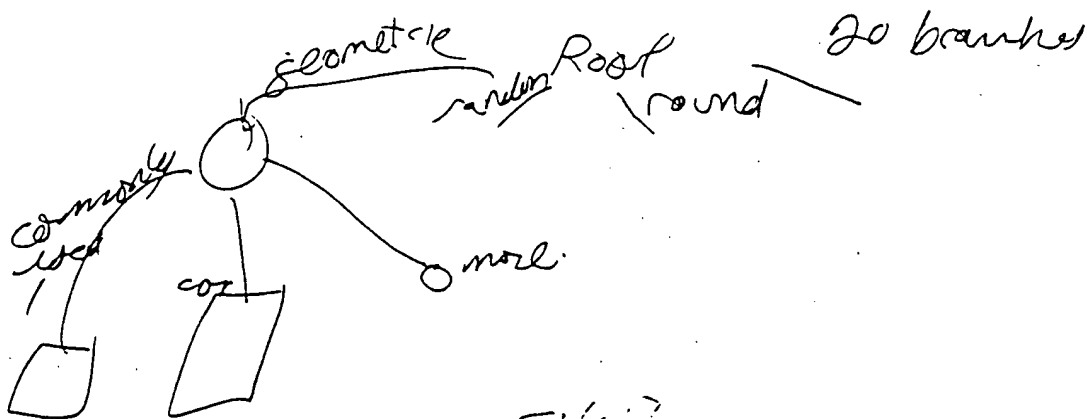


FIG. 13

Common stuff - close to root of
Catalog

